

# James Wild

- 12 Mallard Avenue Stafford ST17 4JS
- jameswilddev@outlook.com
- 07429 947951
- <https://sunruse.co.uk>

## About

A software developer looking to further grow the skills and experience developed over four years of using C#/.NET to build and integrate with web services.

## Technical Skills

- C#/.NET (5 years)
  - ASP.NET Core (6 months)
  - Akka.NET (1 year)
  - IdentityServer 3/4 (6 months each)
  - ASP.NET MVC (1 year)
  - ASP.NET Web API 2 (1 year)
  - WPF/Prism Framework (2 years)
  - WCF (3 years)
  - Entity Framework 6 (1 year)
  - CruiseControl.NET (1 year)
  - Windows Services (3 years)
- T-SQL/SQL Server (4 years)
- HTML/CSS (1 year)
- JavaScript (2 years)
  - TypeScript (1 year)
  - Hyperapp/Ultradom (previously Picodom; React-like) (6 months)
  - Webpack (1 year)
  - AngularJS 1.x (1 year)
  - CoffeeScript (6 months)
  - WebGL (6 months)
  - Express (3 months)
- Visual Basic 6 (1 year)
- C (1 year)

## Employment History

### DataFlexNet - Developer - 2017-present

- Development of a new web service working with the national transport infrastructure leveragingDDD, SOA and event/message-driven actor systems (Akka.NET) to be deployed on AWS.

- Development of example sites and mobile apps consuming a first-party API using Hyperapp and Ultradom (previously Picodom).

## **Optima Warehouse Solutions - Developer - 2013-2017**

- Maintenance of services which integrate with third-party e-commerce and fulfillment platforms built using C#/.NET/PetaPoco (SQL Server), including new integration with multiple web APIs.
- Creation of multiple prototype web applications using C#/.NET/ASP.NET MVC/PetaPoco (SQL Server) and C#/.NET/ASP.NET Web API 2/AngularJS/Entity Framework 6 (SQL Server) and CruiseControl.NET for CI, hosted using IIS.
- Maintenance of front-end applications built using C#/.NET/WPF/WCF/Entity Framework (SQL Server), and later Visual Basic 6.
- Development and maintenance of a Windows service built using C#/.NET/PetaPoco (SQL Server) to serve reports.

## **Education and Qualifications**

### **Staffordshire University – Computer Games Design BSc – 2010-2013**

Passed with first class honours. A selection of 3D and programming work can be seen at <https://sunruse.co.uk/miscellaneous/3d-modelling/>.

### **Stafford College – Interactive Media – 2008-2010**

#### **NOCN Qualifications**

- Level 2 Award in Art and Design (3 credits)
- Level 2 Materials Exploration (3 credits)
- Level 2 Colour Theory and Design (3 credits)
- Level 2 Using Computers in The Arts (3 credits)
- Level 2 Design Project (3 credits)

#### **City & Guilds Qualifications**

- Level 2 Key Skills in Application of Number
- Level 2 Key Skills in Information and Communication Technology
- Level 3 Key Skills in Communication

#### **Edexcel**

- Level 3 BTEC National Diploma in Art and Design (Interactive Media) (triple distinctions)
- Personal and Professional Development in Art and Design (value 6, level 3, distinction)
- Application, Exploration and Realisation in Art and Design (value 12, level 3, distinction)
- Materials, Techniques and Processes in Art and Design (value 6, level 3, distinction)
- Contextual Influences in Art and Design (value 6, level 3, distinction)
- Computer Game Story Development (value 6, level 3, distinction)
- Visual Recording in Art and Design (value 6, level 3, distinction)

- Digital Image Capture and Editing (value 6, level 3, distinction)
- Human-Computer Interfaces (value 6, level 3, distinction)
- Computer Game Design (value 6, level 3, distinction)
- 3D Animation (value 6, level 3, distinction)
- Image Manipulation Computer Applications (value 6, level 3, merit)
- Visual Communication in Art and Design (value 6, level 3, merit)
- Ideas and Concepts in Art and Design (value 6, level 3, merit)
- Film and Video Editing Techniques (value 6, level 3, merit)
- Computers in Art and Design (value 6, level 3, merit)
- Sound for Computer Games (value 6, level 3, merit)
- Drawing Concept Art for Computer Games (value 6, level 3, pass)

## **Thomas Alleynes High School - 2007-2008**

### **AQA**

- English (A)
- English Literature (B)
- Art and Design (C)
- Religious Studies (B)

### **Edexcel**

- Mathematics (A)
- Statistics (B)

### **OCR**

- Science (A)
- Additional Science (A)
- Webpage Creation (Distinction)
- Level 2 National Award in ICT (Merit)
- ICT Skills for Business (Pass)
- Desktop Publishing (Merit)

### **QCA**

- Design and Technology (B)

## **Interests and Hobbies**

- JavaScript/CoffeeScript/TypeScript/Webpack
- Haskell
- GLSL "two-triangle" shaders (<https://sunruse.co.uk/shaders> or <https://www.shadertoy.com/user/jameswilddev>)
- Design/implementation of simplistic programming languages (<https://github.com/jameswilddev/influx7>)

- Music/electric guitar (<https://soundcloud.com/jameswilddev/sets/the-better-stuff>)
- Global Games Jam (<https://sunruse.co.uk/game-prototypes/ritual>)
- Physics engines/distance fields (<https://sunruse.co.uk/game-prototypes/csg2d> or <https://github.com/SUNRUSE/csg2d>)